

ATTAQUER

ATTAQUER is published by Sphinx Publications, Editor/Gamesmaster for all games is Donald Cowan, 1605 8th. Ave. S.W., Decatur, Alabama., 35601.

Below are information pertaining to this magazine.

RATE OF PUBLICATION: Tri-weekly.

FEES: Game fees are \$4.00 for the first game and \$3.00 for each additional game.

Due to the fact that the GM wishes to have at least two games starting by the next issue, I am offering the following special: For each paying player of the first game that is started a permanent discount of \$0.50 or 25% of the game fee. As, at the most, there will be six players who will be able to have this discount, I will make one additional special: to all who register for a game before the deadline for the second issue a discount of \$0.50 will be given on their next game.

SUBSCRIPTIONS: Subscriptions will be 10/\$1.50. The cost of subs and Game Fees may go up at any time should the cost of publication be higher than expected.

PROPAGANDA: All propaganda must meet the following specifications to be published:

1) All propaganda must be mailable (non-obscene in an extreme sense); 2) All propaganda must be under one and one-half (1½) pages long. If any piece of propaganda does not meet these standards it will either be edited or not published at all.

HOUSE RULES: All readers are requested to send in their suggestions and criticisms (on present systems) for the formulation of House Rules. If there is enough response to this, I will start some sort of reward to those that have their suggestions adopted.

I am doing this so that all players and readers may have a greater share of what is said in the 'zine (ATTAQUER). I encourage and ask that all of you send in your suggestions whether (in your opinion) good or bad.

As temporary House Rules, I am going to use DIPLOMANIA House Rules as many people have copies of these rules. Basic rules will be those published by Games Research Inc.

DEADLINE: The deadline for issue #2 will be January 30, 1969.

A WORD FROM THE GAMESMASTER

This is my column. I am able to say anything that I want to say, on any subject. You may be wondering what I am going to say this issue. In answer- I am just going to be talking on various subjects.

I am happy that I am able to be typing this. This is only my second experience typing stencils (the first time ended a flop, none were ever published). Already, I have used four (this being the fourth) stencils on this page alone. I have yet to do the second page. Also, this issue is about three months overdue. I was going to have it Xeroxed but the boy who was supposed to do kept giving excuses (Xerox machine broke, had to get a new one, consumed months; this week down with Hong Kong flue; excuses, excuses) and I finally decided to go to mimeo. This is my excuse. Of course this will not happen again as I have the access to three different mimeos, one ditto, and one Xerox. I should be able to keep on schedule with all of these machines.

I believe that all of you, the readers, should know what my policy will be. It can be summed up in three words: **SERVING THE PLAYER!** This is what is important in every Diplomacy magazine that is in existence. You are the ones that this 'zine is being prepared for, you are the one that will determine that it will be a success or a failure. I promise to serve you by having a readable 'zine, being on time (and don't laugh), having informative and entertaining features, and having a zeal for the task of being the Gamesmaster for every game. I will not be in a game in any 'zine that Sphinx Publications produces so you will not have to fuss with two or more separate Gamesmasters.

I am planning several features for this 'zine. One is a feature giving, each issue, the rules for a different variant. I will give a free game to each person that has a game's rules printed that was submitted by him. I am also thinking about this rat-

her extensive project that may or may not be of crucial benefit to all players. But it will be useful to all people who like to keep up with games. I am keeping the exact details secret (as already one of my ideas have been stolen by a neighbor) and it may fall apart but when the system is perfected, anybody will be able to keep up with various games (details next month or issue).

There is one requirement that I will have to meet before I am able to really start ATTAQUER. That is to have several games started. This will be the main hedge to keep ATTAQUER for all of you to read. If I do not have several games going, ATTAQUER will fold (unless I have about three dozen subs) unless I have games in progress. It is in your hands. You have the decision whether to let this 'zine rise to success or drop into oblivion. I can only ask you to sign for games. I am going to ask you this: I ask each and everyone of you to sign for both games offered below. You may apply the 25% discount on your second game if you send your registration before the deadline of the second issue.

If you do this thing, you will have a 'zine that will do its best to serve you, the player.

GAMES OFFERED

ROSTER

RAA Tommy Ogle 6 Players Needed Regular Diplomacy

RBA Michael Dobson 6 Players Needed Blitzkrieg Diplomacy

HERE AND NOW

Here and Now is a listing of various Diplomacy 'zines. This feature will be regular. This issue's listing is:

AUX ARMES!: Write Donald Miller, 12315 Wheaton, Maryland, 20906 (By the way, he lives at 12315 Judson Road; not 12315 Wheaton, Maryland). This is the magazine featuring the play of Hypereconomic Diplomacy.

DIPLOMANIA #21: Write Donald Miller, 12315 Judson Road, Wheaton, Maryland, 20906 (just to clear up all doubts).

DIPLOPHOBIA: Write Donald Miller. (This is the complete DIPLOMANIA family published by Donald Miller)

LA GUERRE: Write Buddy Tretick, 3702 Wendy Lane, Silver Spring, Maryland, 20906.

This is another DIPLOMANIA family 'zine. LA GUERRE is recommended.

THE SWISS VARIANT: Write Tommy Ogle, 2318 Cleveland Ave. S.W., Decatur, Alabama, 35601. This 'zine will have a variant called the Swiss Variant and also, regular and variant games. Also on the agenda will be various features on wargaming and weapons. It may also have other types of articles.

XANADU: Write Norman McLeod, 906 Kimberwicke Road, McLean Virginia, 22101. Good 'zine. No openings.

DUNVEGAN: Write Norman McLeod. XANADU #12 said that it had information on DUNVEGAN. I could not find any so the only thing that I know at the present time is that I am supposed to be signed in the first game.

I was planning to reprint part of the International Diplomacy Federation. But as you can see, I do not have much room left. I have typed seven stencils to get these two pages, and my typewriter is clogging up a little.

I believe that I have one or two scratches on this stencil but, please remember that this is my first real use of stencils and I need to get some practice on correcting typos without touching the carbon. I am eagerly awaiting your letters. If I do not have any games going by next issue, the next issue will probably be another two pager instead of a size over ten. I simply can not afford a real big issue until I get some fees in. Happy New Year! See you next year.